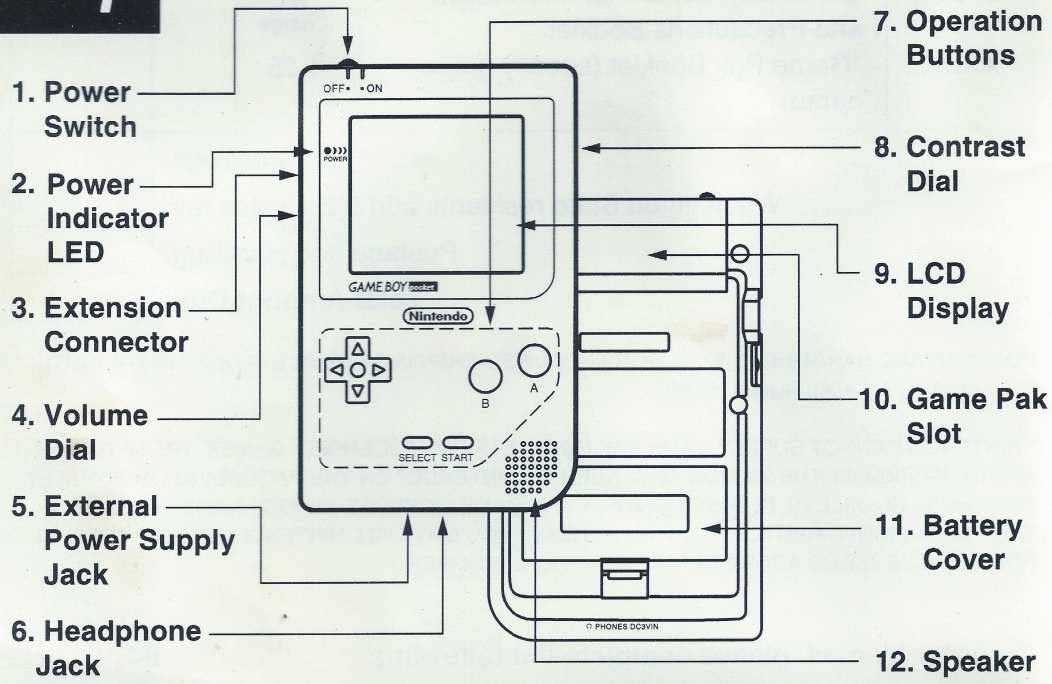
H/GA-MGB-USA-3

GAME BOY® pocket

COMPACT VIDEO GAME SYSTEM

INSTRUCTION BOOKLET

1 Game Boy® pocket Features



1. **Power Switch -** Slide the switch to the right to turn ON the power. (Note: Always insert a Game Pak before turning on the power.)
2. **Power Indicator LED -** Lights when Game Boy pocket is on. This light will go out approximately one half hour before batteries run out.
3. **Extension Connector -** Allows connection to another Game Boy for two player games. Requires a Game Boy Game Link™ cable and a Game Boy pocket Game Link cable adapter (see description and availability of this accessory in sections 4 and 5).
4. **Volume Dial -** Adjusts the sound volume up or down. Rotate down to increase the volume.
5. **External Power Supply Jack -** For connecting an AC adapter for extended play without batteries. (Sold separately, see your local Nintendo retailer).
6. **Headphone Jack -** For connecting a pair of stereo headphones.
7. **Operation Buttons -** The controls for playing the game. See individual Game Pak booklets for specific button functions.
8. **Contrast Dial -** Adjusts the screen contrast.
9. **LCD Display -** High contrast monochrome liquid crystal display. **CAUTION: The LCD may be damaged by sharp objects or pressure. Take care to protect the display from damage or rough handling.**
10. **Game Pak Slot -** Insert a Game Pak into the slot, with the Game Pak label facing away from the Game Boy pocket. Be sure the power switch if OFF.
11. **Battery Cover -** Remove cover to add or replace batteries. (See section 2.)
12. **Speaker -** Turns off when headphones are plugged into headphone jack.

2 Installing Batteries

Remove the cover on the back of the Game Boy pocket and insert two AAA batteries (supplied) as shown below. For best results use two new high quality alkaline batteries. **Do not use nickel-cadmium batteries (rechargeable type).**

Caution: When inserting the batteries, make sure that the positive (+) and negative (-) ends are facing in the correct directions (see illustration 1).

When the power is low, the Power Indicator LED will go out (approximately one half hour before the batteries run out). If you are playing a game with battery back-up, you should save your progress and replace the batteries as soon as possible. **Leaving used batteries in the Game Boy pocket may result in damage to the unit.**

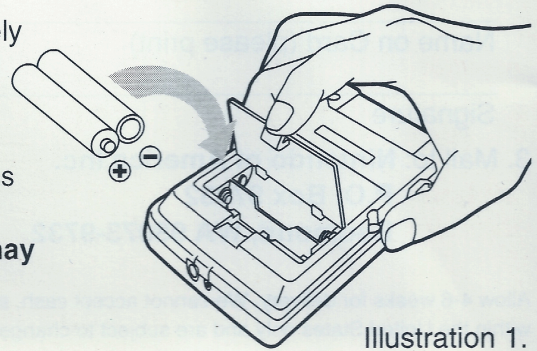
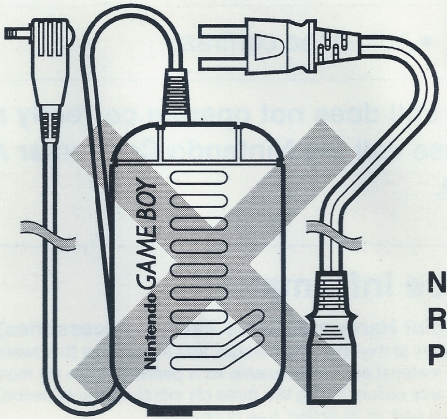


Illustration 1.

Caution: Do Not Use The Game Boy Rechargeable Battery Pack (DMG-03-USA)

The Game Boy Rechargeable Battery Pack cannot be used with the Game Boy pocket. The voltage is incompatible and the DC plug will not fit in the Game Boy pocket External Power Supply Jack. Attempting to use this product with the Game Boy pocket may damage both units.



Nintendo Game Boy Rechargeable Battery Pack (DMG-03-USA)

3 Using the Game Boy® pocket

1. Insert a Game Pak into the Game Pak slot in the back of the Game Boy pocket. The label should face away from the Game Boy pocket when inserting. (See illustration2.)
2. The screen will display "Nintendo®", and then change to the display for the game that you are playing. **You may have to adjust the contrast dial to see the screen clearly.** (See illustration 3.)
3. To remove the Game Pak after playing, **turn the power OFF first**, then slide the Game Pak upwards out of the Game Pak slot. (See illustration 4.)

Important: Be sure to store your Game Paks in their cases when not in use to keep foreign matter out of the connector.

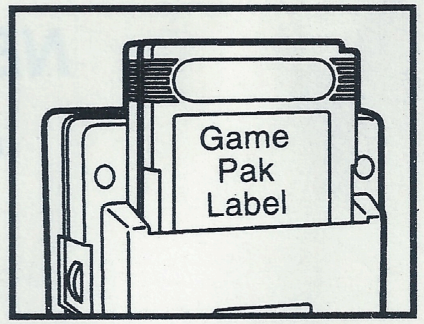


Illustration 2.

Illustration 3.

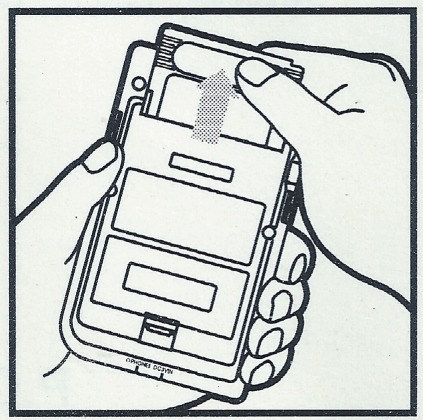


Illustration 4.

4 Using the Game Boy® pocket Game Link® cable adapter

Game Boy games which feature a two-player mode can be played using the Game Boy pocket Game Link cable adapter and a Game Boy Game Link cable. You will need one cable adapter and one Game Link cable to connect your Game Boy pocket to a regular Game Boy, or two cable adapters and one Game Link cable to connect to another Game Boy pocket. You will also need two Game Paks of the same game.

1. Plug the Game Link cable into the Game Link cable adapter(s).
2. ***Make sure the power is OFF*** on your Game Boy pocket and plug the cable adapter(s) into the EXT. connector socket. (See illustration 5.)
3. Be sure to fully insert the plug.
4. Turn the power switch to ON.

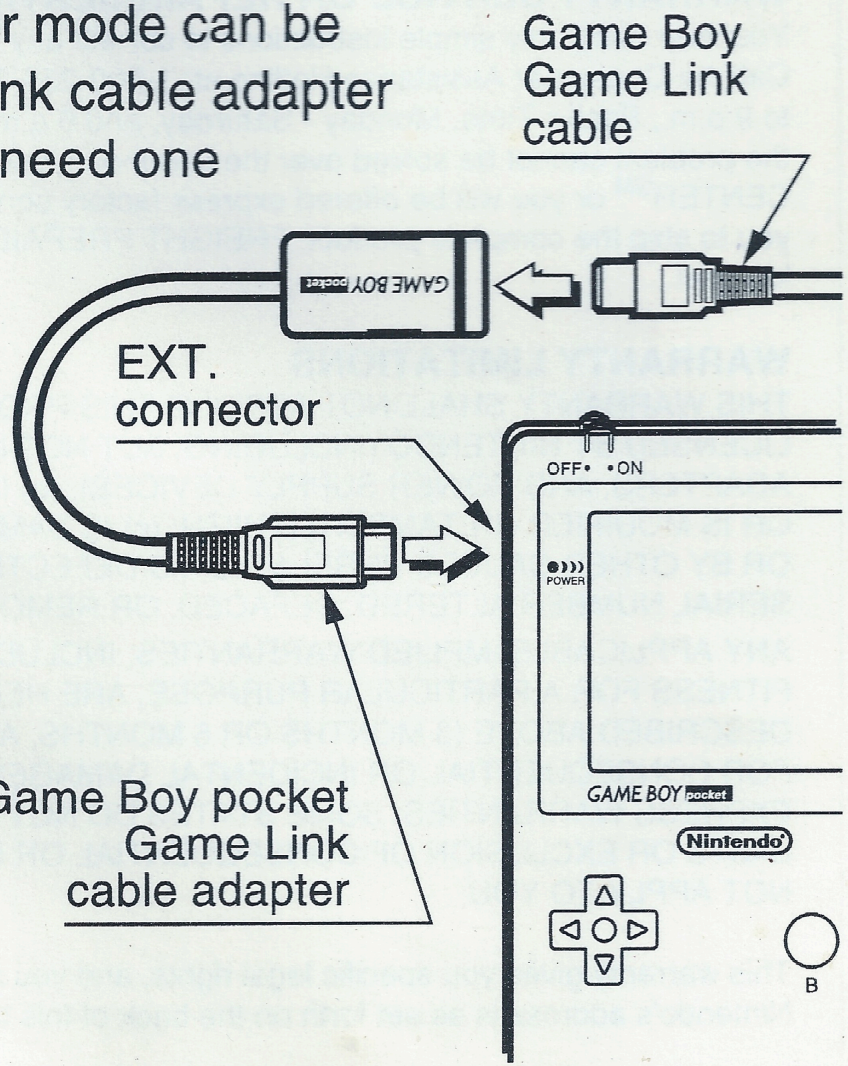
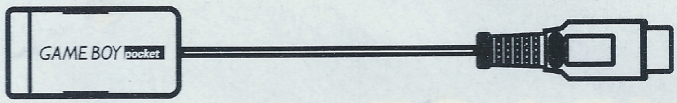


Illustration 5.

5 Game Boy® pocket Accessories (Sold separately)

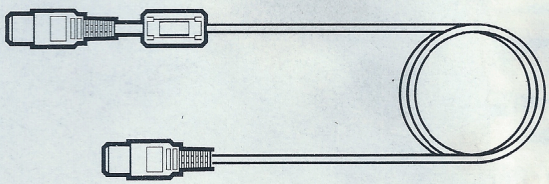
Game Boy pocket Game Link Cable Adapter



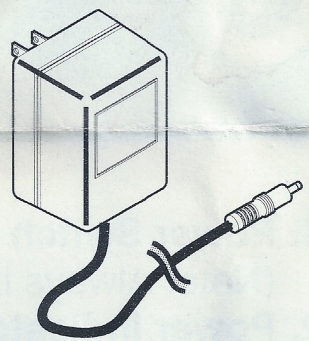
This is used to connect a Game Boy pocket system with other Game Boy systems for two player Game Paks. **This cable adapter must be used with a Game Boy Game Link cable.** You will need two of these Cable Adapters to connect two Game Boy pocket systems together. (See section 4.)

Game Boy Game Link Cable

This is used to connect two Game Boy pocket systems together for two player Game Paks. **This Game Link Cable must be used with a Game Boy pocket Game Link cable adapter.** (See section 4.)



Game Boy pocket AC Adapter



This is used to power the Game Boy pocket from a wall outlet without using your batteries.

To use, connect the small plug of the AC Adapter into the external power supply jack on the bottom of the Game Boy pocket. Plug the AC Adapter into a standard (110/120 volt AC) wall outlet.
Unplug the AC Adapter from the wall outlet when the Game Boy pocket is not being used.

6 Consumer Parts List and Order Form for Game Boy® pocket

To Order by Phone (Requires VISA or MASTERCARD)
Call: 1-800-255-3700 Mon. - Sat., 6:00 a.m. to 9:00 p.m.
Sun., 6:00 a.m. to 7:00 p.m., Pacific Time.
Please have your VISA or MASTERCARD number and expiration date ready.

MOST ITEMS ARE ALSO AVAILABLE AT YOUR LOCAL NINTENDO AUTHORIZED REPAIR CENTER℠. FOR THE REPAIR CENTER NEAREST YOU, CALL: 1-800-255-3700. PRICES MAY VARY.

Nintendo Part No.	Part Name	Price US$	Qty.	Total Price
34293	Game Boy pocket AC Adapter	$19.95		
34294	Game Boy pocket Game Link Cable Adapter	5.95		
34295	Game Boy pocket Battery Cover	1.00		
21642	Stereo Headphones	8.50		
21647	Game Boy Game Link Cable	8.50		
34296	Game Boy pocket Instruction Booklet	2.00		
21648	Game Boy Game Pak Case	1.00		
27549	Game Boy Consumer Information and Precautions Booklet	No Charge		
XXXX	*Game Pak Booklet (specify game name)	1.25		
			Sub Total:	
			Washington State residents add 8.2% sales tax:	
			Postage and Handling:	
			Total Amount Due:	

POSTAGE AND HANDLING IS $2.50. FOR EXPEDITED SHIPPING SERVICE (2 DAY AIR FREIGHT) PLEASE ADD AN ADDITIONAL $2.50.

* NINTENDO CANNOT SUPPLY GAME PAK BOOKLETS FOR "LICENSED" GAMES. THESE GAMES ARE IDENTIFIED BY THE WORDS: "LICENSED BY NINTENDO" ON THE PACKAGING OR BOOKLET. FOR THESE BOOKLETS, PLEASE CONTACT THE GAME LICENSEE (WHOSE NAME IS ALSO ON THE PACKAGING) DIRECTLY FOR THESE ITEMS. (YOU MAY CALL NINTENDO AT 1-800-255-3700 FOR THE LICENSEE'S ADDRESS AND TELEPHONE NUMBER.)

To order by mail, please complete the following:

1. _____ (___) _____
Name Phone

_____
Street Address

_____ _____ _____
City State Zip

2. Enclose check, money order or complete the Credit Card Authorization information below:
Please charge total amount due of $ _____ to my: ☐ VISA ☐ MASTERCARD

_____ _____
CARD # Exp. Date

_____
Name on Card (please print)

_____
Signature

3. Mail to: **Nintendo of America Inc.**
P.O. Box 97032
Redmond, WA 98073-9732

Allow 4-6 weeks for delivery. We cannot accept cash, stamps, or C.O.D. orders. Prices are applicable within the United States only and are subject to change without notice.

7 What to do if the Game Boy® pocket does not work properly. (Before calling for assistance.)

The screen stays blank even though the power is ON.	• Adjust the contrast. • Check the placement of the batteries. • If using a Game Link cable, check the connections with the power off and try again, and make sure both Game Paks are the same game. • Turn OFF the power, wait a few moments, and try again. • Try new batteries.
Horizontal lines appear when the power is turned ON.	• Turn OFF the power. Remove the Game Pak and reinsert it, making sure it is fully inserted into the Game Pak slot. Turn the power ON again.
No sound is heard from the speaker during game play.	• Adjust the volume. • Unplug any stereo headphones that may be attached to the Game Boy pocket.
The screen is faint.	• Adjust the contrast. • Make sure you are using fresh batteries.
The screen is black.	• Adjust the contrast.

If your Game Boy pocket still does not operate correctly after trying the above remedies, please call the Nintendo Consumer Assistance Hotline at 1-800-255-3700.

Warranty and Service Information

Rev I.

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. (Nintendo) warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchasers retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.
Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER^{SM} or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back of this booklet.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

AUTHORIZED REPAIR CENTER℠

1-800-255-3700

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

(Times subject to change)

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WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION. PLEASE READ THIS INSTRUCTION BOOKLET CAREFULLY TO ENSURE PROPER HANDLING OF YOUR NEW GAME BOY® pocket. SAVE THESE BOOKLETS FOR FUTURE REFERENCE.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

Thank you for selecting the Nintendo® Game Boy® pocket.

Need help? Call the Nintendo Consumer Assistance Hotline at 1-800-255-3700

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